

□ **Alien Typhoon.** By Tony Suzuki, Broderbund Software (Eugene, OR). The three-month bestseller, *Apple Galaxian*, has had its name changed to *Alien Rain*. Given that, it doesn't take too much extension of thought to guess at the nature of *Alien Typhoon*. Twice as many aliens swooping down on your ship at a time, twice as many to be done in to gain a win flag.

There are other differences, too. The arrangement of the alien army makes it easier to miss, so it's best to shoot on a slant. The aliens' shots often precede them, giving a solid advantage to a good dodger. That advantage becomes insignificant because of another change: new ships come at 5,000-point intervals, not 3,000. Because there are so many aliens on the screen, though, they are a bit slower for a good part of each siege. Of course, so are you.

If you are a *Galaxian*—strike that—*Rain* fan, you aren't apt to change your primary loyalty to *Typhoon*. But the challenge is a new one, and, chances are, you'll find the differences well worth the investment. 48K, DOS 3.2/3.3. \$24.95.